AMENDMENTS TO THE CLAIMS

The listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims:

1. (Currently Amended) A gaming apparatus, comprising:

a display unit that is capable of generating video images;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager on an occurrence of a wagering game,

said controller being programmed to allow [[a]] said person to select one or more options from a plurality of user-selectable options presented to said person, resulting in a set of one or more selected options and a set of one or more unselected options,

said controller being programmed to receive data relating to a request from said person made during said occurrence of said wagering game for said controller to make an automated selection from said set of one or more unselected options after said person has selected one or more options,

said controller being programmed to make an automated selection from said set of one or more unselected options in response to said request, after said person has selected one or more options, and according to the rules of said wagering game being played and according to a strategy to optimize the likelihood that said person will receive a value payout,

said controller being programmed to cause a video image to be generated on said display unit, said video image representing a game selected from the group of games including video poker, video blackjack, video slots and video bingo,

said video image comprising an image of at least five playing cards if said game comprises video poker,

said video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,

said video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

said video image comprising an image of a bingo grid if said game comprises video bingo, and

said controller being programmed to determine the value payout associated with an outcome of said game.

2. (Canceled)

3. (Original) A gaming apparatus as defined in claim 1, wherein said controller is programmed to allow said person an opportunity to change said automated selection by at least one of a manual selection by the player and an automated selection by said controller.

4. (Original) A gaming apparatus as defined in claim 1, wherein said controller is programmed to cause a second video image to be generated on said display unit, said second video image representing a secondary game associated with said selected game, wherein said secondary game presents a plurality of user-selectable options to said person.

5-6. (Canceled)

7. (Previously Presented) A gaming apparatus as defined in claim 1, wherein said user-selectable options comprise the selection of one or more of said at least five playing cards, to hold if said game comprises video poker, said user-selectable options comprise whether to accept another card if said game comprises video blackjack, said user-selectable options comprise a plurality of paylines if said game comprises video slots, and said user-selectable options comprise a plurality of bingo grids if said game comprises video bingo.

8. (Original) A gaming apparatus as defined in claim 1, wherein said user-selectable option

comprises the option of playing one of video poker, video blackjack, video slots and video bingo.

9. (Original) A gaming apparatus as defined in claim 1, wherein said selection of a game from said group of games is performed by said controller.

10. (Original) A gaming system comprising a plurality of gaming apparatuses as defined in claim 1, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

11. (Previously Presented) A gaming system as defined in claim 10, wherein said gaming apparatuses are interconnected via the Internet.

12. (Currently Amended) A gaming apparatus, comprising:

a display unit that is capable of generating video images;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager on an occurrence of a wagering game,

said controller being programmed to allow said person to select one or more options from a plurality of user-selectable options presented to said person, resulting in a set of one or more selected options and a set of one or more unselected options,

said controller being programmed to receive data relating to a request from said person made during said occurrence of said wagering game for said controller to make an automated selection from said set of one or more unselected options after said person has selected one or more options among a plurality of user-selectable options presented to said person,

said controller being programmed to make an automated selection from among said set of one or more unselected options plurality of user-selectable options in response to said request, after said person has selected one or more options, and according to the rules of said wagering game being played and according to a strategy to optimize the likelihood that said person will receive a value payout,

said controller being programmed to cause a video image to be generated on said display unit, said video image representing a game; and

said controller being programmed to determine, after said video image has been displayed, the value payout associated with an outcome of said game represented by said video image.

13. (Canceled)

14. (Original) A gaming apparatus as defined in claim 12, wherein said controller is programmed to allow said person an opportunity to change said automated selection by at least one of a manual selection by the player and an automated selection by said controller.

15. (Original) A gaming apparatus as defined in claim 12, wherein said controller is programmed to cause a second video image to be generated on said display unit, said second video image representing a secondary game associated with said game, wherein said secondary game presents a plurality of use-selectable options to said person.

16-17. (Canceled).

18. (Previously Presented) A gaming apparatus as defined in claim 12, wherein said user selectable options comprise the selection of one or more of said at least five playing cards to hold if said game comprises video poker, said user-selectable options comprise whether to accept another card if said game comprises video blackjack, said user-selectable options comprise a plurality of paylines if said game comprises video slots, and said user-selectable options comprise a plurality of bingo grids if said game comprises video bingo.

19. (Original) A gaming apparatus as defined in claim 12, wherein said user-selectable option comprises the option of playing one of video poker, video blackjack, video slots and video bingo.

20. (Original) A gaming apparatus as defined in claim 12, wherein said selection of a game from said plurality of games is performed by said controller.

21. (Original) A gaming system, comprising a plurality of gaming apparatuses as defined in

claim 12, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

22. (Original) A gaming system as define in claim 21, wherein said gaming apparatuses are interconnected via the Internet.

23-32. (Canceled)

33. (Currently Amended) A gaming method comprising:

causing a video image to be generated, said video image representing a game selected from the group of games including video poker, video blackjack, video slots and video bingo,

said video image comprising an image of at least five playing cards if said game comprises video poker,

said video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,

said video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

said video image comprising an image of a bingo grid if said game comprises video bingo[[,]];

allowing a person to make a wager on an occurrence of a wagering game[[,]];

allowing said person to select one or more options from a plurality of user-selectable options presented to said person, resulting in a set of one or more selected options and a set of one or more unselected options

receiving data relating to a request from said person made during said occurrence of said wagering game to make an automated selection from ~~among a plurality of user-selectable options presented to said person,~~ said set of one or more unselected options after said person has selected one or more options;

performing an automatic selection from ~~among said plurality of user-selectable options~~ said set of one or more unselected options in response to said request, after said person has selected one or more options, and according to the rules of said wagering game being played and according to a strategy to optimize the likelihood that said person will receive a value payout[[,]]; and

determining the value payout associated with an outcome of said game.

34. (Canceled)

35. (Original) A gaming method as defined in claim 33, comprising: allowing said person an opportunity to change said automated selection by at least one of a manual selection by the player and an automated selection.

36. (Original) A gaming method as defined in claim 33, comprising: causing a second video image to be generated, said second video image representing a secondary game associated with said selected game, wherein said secondary game presents a plurality of user-selectable options to said person.

37-38. (Canceled)

39. (Currently Amended) A gaming ~~apparatus~~ method as defined in claim 33, the user-selectable options comprising:

selecting one or more of said at least five playing cards to hold if said game comprises video poker;

accepting another card if said game comprises video blackjack;

selecting one or more of said paylines if said game comprises video slots; and

selecting one or more of said bingo grids if said game comprises video bingo.

40. (Original) A gaming method as defined in claim 33, comprising selecting to play one of video poker, video blackjack, video slots and video bingo.

41. (Currently Amended) A memory having a computer program stored therein, said computer program being capable of being used in connection with a gaming apparatus, said memory comprising:

a first memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow a person to make a wager on an occurrence of a wagering game;

a second memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to cause a video image to be generated on a display unit, said video image representing a game selected from the group of games including video poker, video blackjack, video slots, and video bingo,

said video image comprising an image of at least five playing cards if said game comprises video poker,

said video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,

said video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

said video image comprising an image of a bingo grid if said game comprises video bingo[[,]];

a third memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow said person to select one or more options from a plurality of user-selectable options presented to said person, resulting in a set of one or more selected options and a set of one or more unselected options,

a ~~third~~ fourth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to receive data relating to a request from said person made during said occurrence of said wagering game for said controller to make an automated selection from ~~among a plurality of user-selectable options presented to said person,~~ said set of one or more unselected options after said person has selected one or more options;

a ~~fourth~~ fifth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to perform an automated selection from ~~among said plurality of user-selectable options~~ said set of one or more unselected options in response to said request, after said person has selected one or more options, and according to the rules said wagering game being played and according to a strategy to optimize the likelihood that said person will receive a value payout[[,]]; and

a ~~fifth~~ sixth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine the value payout associated with an outcome of said game.

42. (Canceled)

43. (Previously Presented)   A memory as defined in claim 41, comprising a sixth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow said person an opportunity to change said automated

selection by at least one of a manual selection by the player and an automated selection by said gaming apparatus.

44. (Previously Presented) A memory as defined in claim 41, wherein said memory comprises a sixth portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to cause a second video image to be generated on said display unit, said second video image representing a secondary game associated with said selected game, wherein said secondary game presents a plurality of user-selectable options to said person.

45. (Canceled)